```
Unit
+ killed
zapped
+ ucref
+ sound
+ name
+ filename
+ old_state
+ damages
+ SubUnits
+ mounts
and 53 more...
# csvRow
# networked
# serial
# net_accel
# attack_preference
# unit role
# nebula
# shieldtight
# fuel
# afterburnenergy
and 13 more...
+ Unit()
+ Kill()
+ Killed()
+ Ref()
+ UnRef()
+ Unit()
+ Unit()
+ Unit()
+ Unit()
+ Init()
and 304 more...
+ ProcessDeleteQueue()
+ beginElement()
+ endElement()
+ makeMasterPartList()
# Unit()
# operator=()
# ExplosionRadius()
# ActivateGuns()
# MaxShieldVal()
# RegenShields()
# DealDamageToShield()
# ShieldUp()
# SortCargo()
# massSerializer()
# cargoSerializer()
# mountSerializer()
# shieldSerializer()
# subunitSerializer()
        Asteroid
  + Init()
+ isUnit()
    reactToCollision()
  # Asteroid()
  # Asteroid()
  # Asteroid()
            Δ
 GameUnit< Asteroid >
+ sparkle_accum
+ phalos
+ GameUnit()
+ GameUnit()
+ GameUnit()
+ ~GameUnit()
+ nummesh()
  GetImageInformation()
 RequestClearance()
+ UpgradeInterface()
+ Cloak()
+ Split()
and 23 more...
            Δ
     GameAsteroid
   + UpdatePhysics2()
  # GameAsteroid()
```